EVENT
Arisen!

Out on the lawn, a Zombie that you previously thought was dead begins to stir again.

The Zombie Player adds 1 new Zombie to any unoccupied outdoor square. This Zombie does not count toward the maximum number in play.

EVENT
Arisen!

Out on the lawn, a Zombie that you previously thought was dead begins to stir again.

The Zombie Player adds 1 new Zombie to any unoccupied outdoor square. This Zombie does not count toward the maximum number in play.

EVENT
Beware of Bathrooms

The Zombie player places one new Zombie on any square inside the bathroom that is currently unoccupied. This Zombie does not count toward the maximum number in play.

EVENT
Boarded Up Tight

You have found the materials to construct stronger barriers against the clawing hands of Zombies.

It now takes 5 Zombies to break through a barricaded door or window.

EVENT
Cardio

Your physical fitness may be your ticket to surviving this outbreak of Zombie Plague.

You may take another turn immediately after this one is over.

EVENT
Check the Back Seat

The Zombie Player places one new Zombie on any of the spaces in the back seat of the Car. This Zombie may not leave the spaces within the Car, but it must be killed before anyone can use the Car to escape.

EVENT
Dead Resident

A previously undiscovered corpse returns to life in the next room.

Place 1 new Freebie Zombie in any room of the House unoccupied by Survivor Pieces. This Zombie does not count toward the maximum number in play.

EVENT
Dead Resident

A previously undiscovered corpse returns to life in the next room.

Place 1 new Freebie Zombie in any room of the House unoccupied by Survivor Pieces. This Zombie does not count toward the maximum number in play.

EVENT
Dinner Bell

The noise from your activities draws the attention of nearby Zombies in the neighborhood.

The Zombie Player immediately adds and moves 2 new Regular Zombies (up to the max) along any edge they choose. This does not affect their next turn.

EVENT
Dinner Bell

The noise from your activities draws the attention of nearby Zombies in the neighborhood.

The Zombie Player immediately adds and moves 2 new Regular Zombies (up to the max) along any edge they choose. This does not affect their next turn.

EVENT
Eureka!

You've hit the Motherlode!

After this search concludes, draw 5 additional cards. Keep anything you want and discard the rest. Ignore any Event Cards.

EVENT
Flat Tire

The Car has a Flat Tire and may not be used to escape until it is repaired. Keep this card on the table until it is fixed. If anyone has the Tire Iron, they must go to any space beside the car. Once there, they may use 1 Action Point to take this card out of play and discard it.

EVENT
Good News!

A bulletin comes on air that the National Guard has mobilized toward your town.

All Human Players get 1 additional Action Point on their next turn. Hold this card and discard after your next turn.

EVENT
It's Hopeless

A member of your party decides to end it all over becoming a Zombie.

The Zombie Player selects one Human Player with a working firearm to commit suicide. They remain on the board until another HP searches them like a Search Square, keeping anything useful.

EVENT
It's Jammed!

These things always happen at the worst times.

The Zombie Player selects one firearm in play. This Weapon is jammed and may not be used for one round of Human Player turns. Hold and discard at the end of your next turn.

EVENT
It's Locked!

Someone closed a door without paying attention to whether it was locked or not.

The Zombie Player selects any single door which is now locked and may not be opened without a key. Place the Locked Door Token over the Door.

EVENT
Let Them Stay Upstairs

Despite what the others think, you decide that the Cellar is the only safe place to wait out the panic.

Starting right now, if the Cellar is in play, the first Human Player to barricade themselves inside it alone wins the game. Otherwise, discard and continue normal play.

EVENT
Not So Fast

This card can be used to cancel the Let Them Stay Upstairs card. If it is in play, you may choose to discard it now. If not, hold on to this card, and, as soon as someone draws it, you may force them to discard it if you wish. You must choose as soon as possible and discard this card.

EVENT
Look Again

Tension builds within your group as you start to question whether the others are looking hard enough for the tools you need.

Each Search Square must now be searched by 2 separate Survivor Pieces before the Human Players can win the game.

EVENT
Look Harder

You haven't found enough supplies during your recent searches and have to start looking more carefully.

It now takes 2 Action Points to search a Search Square.

EVENT
Look What I Found

While scrambling around, you happen to notice a box of ammo lying on the floor nearby.

The Human Players may select any firearm that is Out of Ammo to reload for free. This card must be used immediately and discarded.

EVENT
Losing Your Mind

You're beginning to crack under the pressure of trying to survive.

Your search ends at once and your turn is over. On your next turn, the Zombie Player gets full control of your Action Points. Discard after your next turn.

EVENT
Lucky Coincidence

As you start toward an opening to put up a Barricade, you realize that someone else has already taken care of it.

Immediately place a single Barricade on any Door or Window for free.

EVENT
Lunge

Catching sight of a potential snack is enough to motivate even the slowest Zombies.

Any Zombies currently facing Survivor Pieces immediately move as close to them as possible with regard to obstacles.